

ELINOR'S TOWN - PILOT EPISODE "A"

"THE SEED OF AN IDEA"

Written by

Jorge Cham and Daniel Whiteson

Locked Version (Revision 12), 03/02/18

Copyright 2018 SHOE Ink, LLC



EXT. ELINOR'S SCHOOL -- DAY, DAY 1

Title Card: "The Seed Of An Idea"

It's a crisp, clear morning in the forest. We see Elinor's school, buried among trees and surrounded by flowers and buzzing insects. We close in on a window and into...

INT. ELINOR'S CLASSROOM -- DAY, CONTINUOUS

The room is bright and colorful. ELINOR walks in wearing her backpack, smiling and hopping. She is excited for her day at school! As she walks, she passes other kids coming in and putting their things in their cubbyholes:

Elinor passes Ashley Bear, who undoes her hook and loop (i.e. "Velcro") boot straps. *Skrrrrrtch*. Elinor's ears perk up at that as she walks by.

	ELINOR	
1	Hmmm.	1

Next, Medhi Fox opens his backpack. *Skrrrrrtch*. Elinor's eyebrows jump.

	ELINOR (CONT'D)	
2	Hmm?	2

Javier Moose undoes the velcro fasteners on his jacket. *Skrrrrrtch*. Elinor takes notice.

	ELINOR (CONT'D)	
3	Hmm...	3

Elinor arrives at her cubby. Her friends HAZEL and ARI come to greet her.

	HAZEL	
4	Hi, Elinor! You look extra curious today!	4

	ELINOR	
5	Oh, hi, Hazel! Hi, Ari!	5

	ARI	
6	Are you CURIOUS to see something cool? Check THIS out!	6

Ari holds out his hand. On his wrist is an oversized kid's watch.

	ARI (CONT'D)	
7	I have a new watch!	7

8 Ooohh... ELINOR 8

9 HAZEL (Smiling) He's been showing it to everyone this morning. 9

ARI
10 My parents got it for me. They said 10
it's to help me stay on track.
Watch this!

Ari presses a button on the watch.

```

11                                WATCH ALARM
Time to go to school!
11
Eat your vegetables!
Put your pants on!

```

Elinor and Hazel look at each other.

ARI

12 Heh, sometimes I forget. 12

The kids giggle.

ARI (CONT'D)

13 Want to see my favorite part? 13

 Look at the watch strap!

Ari opens and closes the hook and loop strap on his watch a few times. *Skrrrrrtch*. Elinor's eyes open wide.

14 Oooohhh... ELINOR 14

At that moment, MS. MOLE, their teacher, calls them to order.

MS. MOLE
15 Ok, class, time to find our places! 15

All the kids move to the rug at the center of the room. Ms. Mole stands next to her desk.

16 CLASS Good morning, Ms. Mole! 16

MS. MOLE
17 Good morning! Now, where is my book? 17

She feels around on her desk and picks up a carrot.

	MS. MOLE (CONT'D)	
18	Ah ha! Is this it?	18

	CLASS (ALL TOGETHER)	
19	No! / That's not it! / (Ari:) That's a carrot!	19

Ms. Mole gives a sly smile and sniffs the carrot.

	MS. MOLE	
20	Oops! You're right!	20

She hunts around on the desk with her hands, picks up an eraser.

	MS. MOLE (CONT'D)	
21	Ok. This MUST be it.	21

	CLASS	
22	No! / That's an eraser! / (Hazel: That's not a book!)	22

Ms. Mole smiles again, sniffs it. She puts it down and picks up a book.

	MS. MOLE	
23	Is THIS it?!	23

	CLASS	
24	Yes! (Laughing)	24

	MS. MOLE	
25	Noooooow we are ready for the lesson!	25

Ms. Mole opens the book. There's a picture of a spiky seed on it.

	MS. MOLE (CONT'D)	
26	Today we are going to learn about... (dramatically) Nature's Ideas!	26

All of the kids are paying rapt attention, except for Elinor, who is looking at the watch on Ari's wrist. She moves to take a closer look.

	MS. MOLE (CONT'D)	
27	Nature has solved a lot of different kinds of problems and is full of useful ideas. For example--	27

Ms. Mole is interrupted by a sudden *Skrrrrrtch*. She turns from the picture book to look, and the noise stops. She scans the group of kids. Elinor is smiling innocently. After a beat, Ms. Mole turns back to her book. Elinor reaches for the watch again.

MS. MOLE (CONT'D)

28 Ahem. Nature is full of useful 28
 ideas, like --

She is interrupted again by a *Skrrrrrtch-Skrrrrrtch*. She turns from the book to look, and the sound stops again. The kids look at each other. Everyone is puzzled!

MS. MOLE (CONT'D)
(Slowly returning to book)
29 Nature is full of ideas, like -- 29

She is interrupted again by a *Skrrrrrtch-Skrrrrrtch*. This time she turns around very quickly. We see Elinor caught in the act of pulling on Ari's watch strap.

MS. MOLE (CONT'D)

30 Elinor... 30

31 ELINOR Ms. Mole!! This strap is sooo cool! 31

Elinor stands up and holds up Ari's watch with Ari still attached to it.

32 ELINOR (CONT'D) 32
You can open it and close it and
open it and close it...

She opens and closes the strap several times.

33 ELINOR (CONT'D) Most of it is soft and fuzzy, 33
except for this scratchy patch...

She opens it and points to the patch of "hook" fabric on one end (the rest of the strap is made of loop fabric).

34 ELINOR (CONT'D) 34
...which sticks to the fuzzy part
of the strap. The two parts stick
together like tape, but they aren't
sticky!

Elinor puts her finger on the patch and shows it doesn't stick.

35 CLASS 35
 Oooohhh...

36 ELINOR 36
 That is SO interesting!
 And look! There's a patch like that
 on all sorts of things!

Elinor drags Ari over to the cubby area.

37 ELINOR (CONT'D) 37
 It keeps Ashley's boots closed...

She pulls the watch strap (and Ari) down to Ashley's boots
and points out the hook patch on the boot straps.

38 ELINOR (CONT'D) 38
 It keeps Mehdi's backpack closed...

She drags Ari over to Mehdi's backpack and opens and closes
the backpack twice, pointing out the hook patch on the flap.

39 ELINOR (CONT'D) 39
 And it's on Javier's coat!

Elinor holds the watch up to the coat's hook patch. Hazel
joins them.

40 HAZEL 40
 You're right, it's on everything!

Hazel undoes the watch band and a relieved Ari hits the
floor.

41 ELINOR 41
 But I never thought about it
 before. I wonder how it works?

Ms. Mole opens her mouth to say something, but at that
moment, Ari's watch alarm beeps.

42 WATCH ALARM 42
 Time for recess! Time for recess!

43 MS. MOLE 43
 Ah, yes. Thank you, Ari's watch!
 It's time for recess!

All the kids cheer and stampede out the door, except for
Elinor, Hazel and Ari. They turn off the alarm and walk over
to the rug to look at the strap closely. Elinor fixates on
the patch of hook fabric on one end.

44 ELINOR 44
Hmm.... How does this work? How
does this scratchy patch stick to
the fuzzy side without BEING
sticky?

45 HAZEL 45
Oh, sounds like a mystery. I'll see
if we have any books about it!

Hazel runs over to the class bookshelf. Ari looks longingly
out the window.

46 ARI 46
What about going to recess?

Elinor sticks the hook patch to Ari's sweater. The watch
hangs by itself.

47 ELINOR 47
And look, the patch also sticks to
other things!

48 ARI 48
Hey!

Elinor tries the patch on a nearby chair, showing it doesn't
stick.

49 ELINOR 49
...But it DOESN'T stick to
everything.

50 ARI 50
Huh. That IS interesting.

Hazel returns with a large stack of books and plops them
down.

51 HAZEL 51
Well, I found some fun books, but
none about mysterious scratchy
patches that stick to things.

52 ARI 52
(Poking at the patch)...or DON'T
stick to things! That's the
mystery!

53 ELINOR 53
 Hmm, I have an idea... Let's try
 sticking the patch to a LOT of
 things, and see what it DOES and
 DOESN'T stick to. Maybe that will
 tell us how it works.

54 HAZEL 54
 I'll make a list!

Hazel grabs a piece of paper. Ari hands her a crayon. Using
her trunk to hold the crayon, Hazel draws a big T on the
paper. She labels one side of the T with a check mark and the
other with an "X."

55 HAZEL (CONT'D) 55
 Ready!

56 ELINOR 56
 Let's see... Ari's sweater: yes.

Hazel doodles a sweater on the check mark column.

57 ELINOR (CONT'D) 57
 Chair: no.

Hazel doodles a chair on the "X" column.

58 ARI 58
 How about the rug?

He grabs the strap and sticks the patch to the rug.

59 ELINOR 59
 Rug: yes, it sticks!

Hazel doodles a little carpet on the check mark side. They
try more locations. Hazel records the observation each time.

60 ELINOR (CONT'D) 60
 Chalkboard: no!

61 ELINOR (CONT'D) 61
 Hazel's trunk: no!

Hazel raises her eyebrows, but makes a doodle.

62 HAZEL 62
 So the patch sticks to Ari's
 sweater and the rug, and... nothing
 else.

63 ELINOR 63
 (Scratching her head) Hmmm...

They pause and think.

64 ARI 64
 (Eyeing the playground) We could
 try some things outside?

65 ELINOR 65
 Yeah, good idea!

66 ARI 66
 We're going outside!

The kids go out the door. Elinor looks excited about their project and gives a hop or two. Hazel is twirling her trunk and looking over her notes.

EXT. THE SCHOOL PLAYGROUND. -- DAY, CONTINUOUS

There are kids playing on the swings and slides as Elinor, Hazel and Ari come outside.

67 ELINOR 67
 Ooh, let's try that tree!

Elinor takes the watch and bounces over to a tree. She tries to stick the hook patch to the tree.

68 ELINOR (CONT'D) 68
 Tree: no.

Hazel records it.

69 ELINOR (CONT'D) 69
 Hmm, we need MORE OBSERVATIONS!

A ditty begins to play and the kids sing a song:

70 ELINOR, HAZEL, ARI 70
 (Singing)
 We want to solve the mystery,
 Of how this sticks so stickily.
 We're going to try it here,
 And there,
 And everywhere!
 Into the woods and under the trees,
 We follow our curiosity!

As they sing, they begin in the playground and wander among the bushes and trees nearby. They are dancing (and hopping and flying) a bit and trying the strap's hook patch on various things: bushes (no), acorns (no), rocks (no), etc.

EXT. CLEARING -- DAY

They emerge from some bushes and come to a small clearing, gathering around Hazel's list. Ari has some twigs and seed burrs stuck to his clothes and fur.

71 HAZEL 71
 Ok, the scratchy patch sticks to
 sweaters and rugs, but not anything
 else!

72 ELINOR 72
 Hmm, I don't see how it works. Do
 you guys?

The kids shake their heads.

73 ARI 73
 It's such a sticky mystery!

They think for a moment: Elinor's ears cross or wiggle; Hazel scratches her head with the crayon. Ari notices the seed burrs stuck to him and tries to shake them off.

74 ARI (CONT'D) 74
 Ack!

He goes through a few shakes and contortions, but the seed burrs don't come off. He gets a little alarmed.

75 ARI (CONT'D) 75
 Ah! These seeds won't come off!

Elinor goes over and grabs one of the seed burrs and pulls it off. It makes a small *skrrrrtch* sound. Ari sighs in relief.

76 ARI (CONT'D) 76
 Thanks!

Elinor sticks it back on Ari and pulls it again. *Skrrrrtch*. Her eyes go wide.

77 ARI (CONT'D) 77
 Hey!

78 ELINOR 78
 Look, this seed sticks to Ari's
 sweater just like the scratchy
 patch! It even makes the same
 sound!
 I wonder...

ELINOR
 (Examining the fuzzy side
 of the strap)
 88 But the hooks need something fuzzy 88
 with little loops to grab on to.

Hazel checks her list.

HAZEL
 89 Yeah! That's why the patch only 89
 sticks to these fuzzy things
 (points to the items on the check
 mark side), and not to these other
 things that aren't fuzzy. These
 things don't have little loops for
 the hooks to grab!

The kids smile at each other, sharing a feeling of excitement
 at having solved the puzzle.

ARI
 90 We solved the mystery! 90

ELINOR
 91 Let's tell Ms. Mole! 91

Elinor dashes off back to the playground, followed by Hazel
 and then Ari, who flaps to catch up.

EXT. PLAYGROUND -- DAY

Elinor swooshes down the slide and jumps on the swing,
 landing first. Ari flies over and Hazel comes up last,
 puffing slightly. They find Ms. Mole sitting by the
 playground.

ELINOR
 92 Ms. Mole, we figured it out! 92

HAZEL
 93 It's the little hooks on the 93
 patch...

ARI
 94 That make the strap stick together! 94

ELINOR
 95 But the hooks only stick to things 95
 that are fuzzy and have little
 loops in them.

Elinor makes a loop with two fingers and a hook with one
 finger from the other paw and demonstrates.

ELINOR (CONT'D)

96 The hooks on the patch grab loops 96
 on the fuzzy part and stick
 together! And then... *skrrrrtch!*

Ms. Mole nods sagely and her nose twitches.

MS. MOLE

97 My, I smell some clever little 97
scientists. I knew you would figure
it out!

Elinor holds up one of the seeds.

ELINOR

98 We figured it out from looking at 98
 this spiky seed, like the one you
 were... uh, *trying* (she looks
 sheepish) to teach us about before.

Elinor sticks the seed to Ari.

MS. MOLE

99 That is interesting! The strap and the seed work the same way. Why do you think that is? 99

Ari gasps in realization.

ART

100 Did the seed COPY the idea from the watch strap? 100

Ms. Mole smiles.

HAZEL

101 I think that would be silly... 101
(Unsure) Wouldn't it?

ELINOR

102 I bet the idea for the strap came 102
FROM the seeds!

MS. MOLE

103 That's right! 103

Ms. Mole pulls out the same book she was trying to show the kids earlier.

MS. MOLE (CONT'D)

104 I was just about to tell you the whole story... 104

Ms. Mole opens the book to the page we saw earlier, which shows the seed with lots of hooks. She turns the page to an illustration of Georges de Mistral (the inventor of hook and loop) as a dog character walking in the forest; the picture becomes animated as she explains.

	MS. MOLE (CONT'D)	
105	Georges de Mistral was an inventor who lived a long time ago. He loved to go for walks in the woods, but always came back with some seeds stuck to his fur and clothes.	105

The dog notices the seed burrs sticking to him.

	ELINOR	
106	It's the same seeds we found!	106

	MS. MOLE	
107	That's right! The seed has little hooks so it can grab on to things and grow in different places.	107

As Ms. Mole talks, we see Ari notice a butterfly and follow it into the bushes.

	MS. MOLE (CONT'D)	
108	(Back to the book) George wondered if he could use the same idea and make the hooks and loops himself. That way, he could get OTHER things to stick together.	108

The dog is in a workshop making the first hook-and-loop prototype. Later, he tests it on a new coat. Skkkkrtch!

	ELINOR	
109	Wow. Nature really DOES have some good ideas, Ms. Mole. I'm glad we went to explore in it!	109

	(Singing)	
110	Into the woods and under the trees, We can follow our curiosity!	110

Ms. Mole smiles and winks.

	MS. MOLE	
111	Well, I think it's great that you didn't give up and figured it out yourselves!	111

At that moment, Ari comes from the bushes, completely covered in seed burrs from head to toe. Hazel is startled.

112 HAZEL 112
 Ah!

113 ARI 113
 Yeah, you could say we really STUCK
 with it!

They all laugh.

END.